Archie
ADVENTURE SERIES
NO. 98
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THE WORLD'S MOST WAY PAST COOL COMIC!
SONIC
THE HEDGEHOG
APPROVED BY THE COMICS CODE AUTHORITY
SEGA
SONIC ADVENTURE 2
Official Sega Dreamcast Adaptation
10th Anniversary
SONIC
DIRECT EDITION

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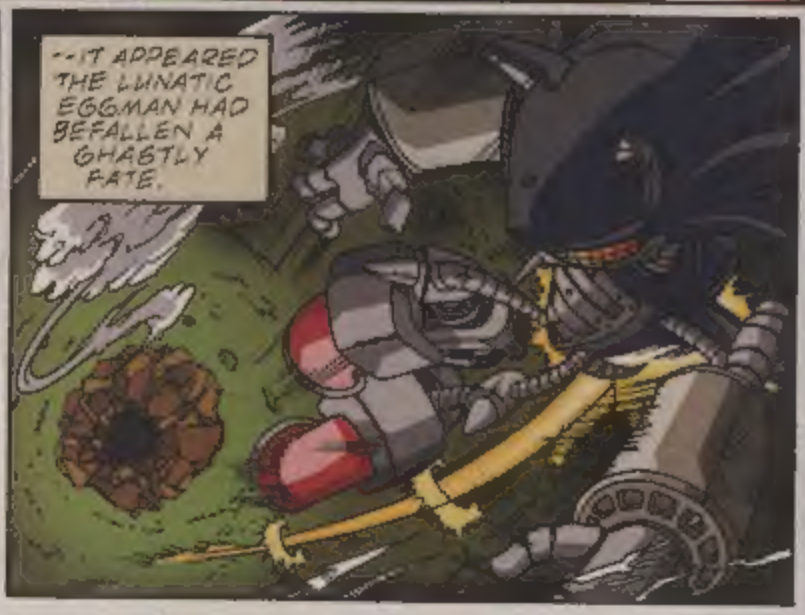
3 MONTHS AGO

WITH THE AID OF HIS HEROIC TEAM, SONIC THE HEDGEHOG REPROGRAMMED THE UNSTOPPABLE MECHA-ASSASSIN, SILVER SONIC 2', TO BE A VALIANT CHAMPION OF ALL THINGS RIGHT--

--SO DOCTOR ROBOTNIK--THE EVIL SCIENTIST--FOUND HIMSELF UNDER ATTACK FROM HIS OWN CYBER-CREATION, AND FLED STATION SQUARE--THE ONLY CITY ON THE PLANET TO ELUDE HIS REIGN THUS FAR.*

*AS IN ISSUE #85--JG

CHASED ALL THE WAY TO REMOTE PRISON ISLAND--



BUT THAT ASSUMPTION--

--WAS GREATLY EXAGGERATED.

INSTEAD, HE'D STUMBLED UPON A LAB THAT WAS SEALED SHUT BY THE STATION SQUARE MILITARY MANY YEARS BEFORE. A HIGH-TECH JAIL CELL THAT HAD ONCE HOUSED PROFESSOR GERALD--HIS OWN GRANDFATHER. (ON HIS MOTHER'S SIDE)

HE'D DISCOVERED THIS INFORMATION IN A DATA ENTRY LOG WHICH HAD ONCE BELONGED TO GERALD HIMSELF--

--A SECRET JOURNAL CONTAINING THE DESTRUCTIVE DESIGNS OF A DISTORTED GENIUS.

ROBOTNIK HAD BEEN MADE TO AGAIN LOOK FOOLISH BY THE MEDDLESOME SONIC...

...BUT IN AN INSTANT, HIS LUCK HAD ABOUT-FACED.

HE'D FOUND THE PERFECT WAY TO ENSURE ULTIMATE RULERSHIP OVER STATION SQUARE WHILE SIMULTANEOUSLY EXACTING REVENGE ON HIS GREATEST FOE.

IT WOULD, HOWEVER, TAKE SOME TIME.

1 WEEK AGO

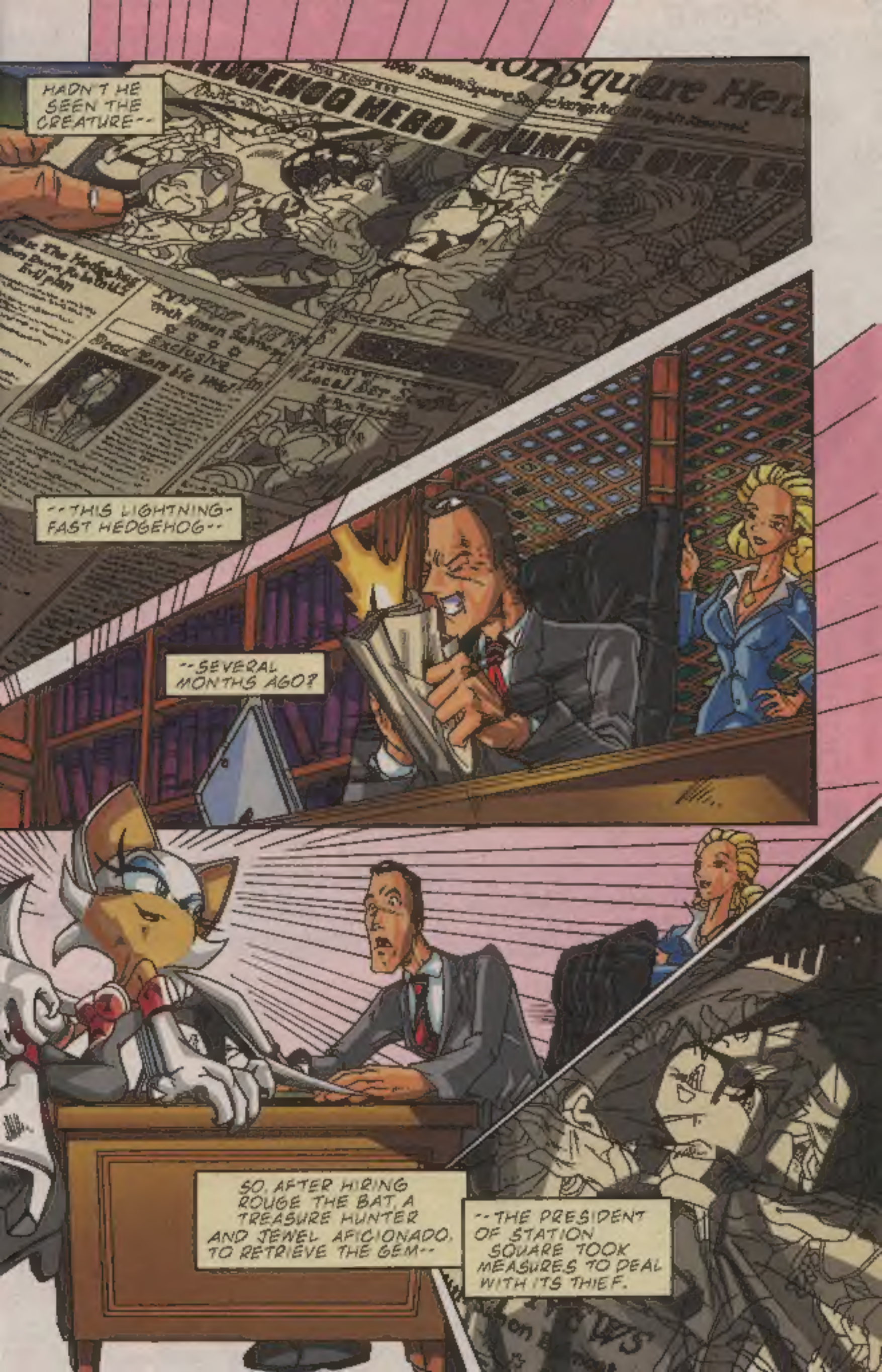
IN THE HEART OF STATION SQUARE'S FI-NANCIAL DISTRICT--

--A CAPER--

--WAS BEING PULLED--

--BY A NEWLY ARRIVED PLAYER ON THE SCENE.
SILVER SONIC 2 BOLDLY TRIED TO PREVENT IT.
TRIED--
--BUT ULTIMATELY FAILED.

THE CASE WAS ASSIGNED TO DETECTIVE J.J. MOTO WHO KNEW, BASED ON THE NATURE OF THE MERCHANDISE STOLEN--
--HE DIDN'T HAVE VERY LONG TO SOLVE THIS PARTICULAR MYSTERY.
AS THE TOP INVESTIGATOR ON THE FORCE--
--MOTO MADE SURE THAT THE BANK OF STATION SQUARE'S SURVEIL-LANCE RECORD--
--WAS ON THE CITY PRESIDENT'S DESK THE VERY NEXT MORNING.
IT CONTAINED ONLY BAD NEWS.
OBSERVING THE SUSPECT STEALING THE CITY'S ONLY REMAINING CHAOS EMERALD, FILLED WITH ENERGY ENOUGH TO POWER STATION SQUARE'S ARTIFICIAL ATMOSPHERE FOR THE NEXT FIFTY YEARS--
--THE PRESIDENT'S REACTION WAS LARGELY ONE OF PANIC.


HADN'T HE SEEN THE CREATURE--
--THIS LIGHTNING-FAST HEDGEHOG--
--SEVERAL MONTHS AGO?
SO, AFTER HIRING ROUGE THE BAT, A TREASURE HUNTER AND JEWEL AFICIONADO, TO RETRIEVE THE GEM--
--THE PRESIDENT OF STATION SQUARE TOOK MEASURES TO DEAL WITH ITS THIEF.

24 HOURS AGO
COMMANDER HUGO BRASS' CREW HAD FINALLY MANAGED A ROUGH FIX ON THE HEDGEHOG'S LOCATION.
AGAINST ANY OTHER TARGET, THAT WOULD'VE BEEN THE HARDEST PART--NOT SO WITH THIS ONE.
SO BRASS CALLED FOR THE FINEST--
--AND GOT PALADIN TEAM, SIGMA ALPHA-2. THEY HIRED THEM--

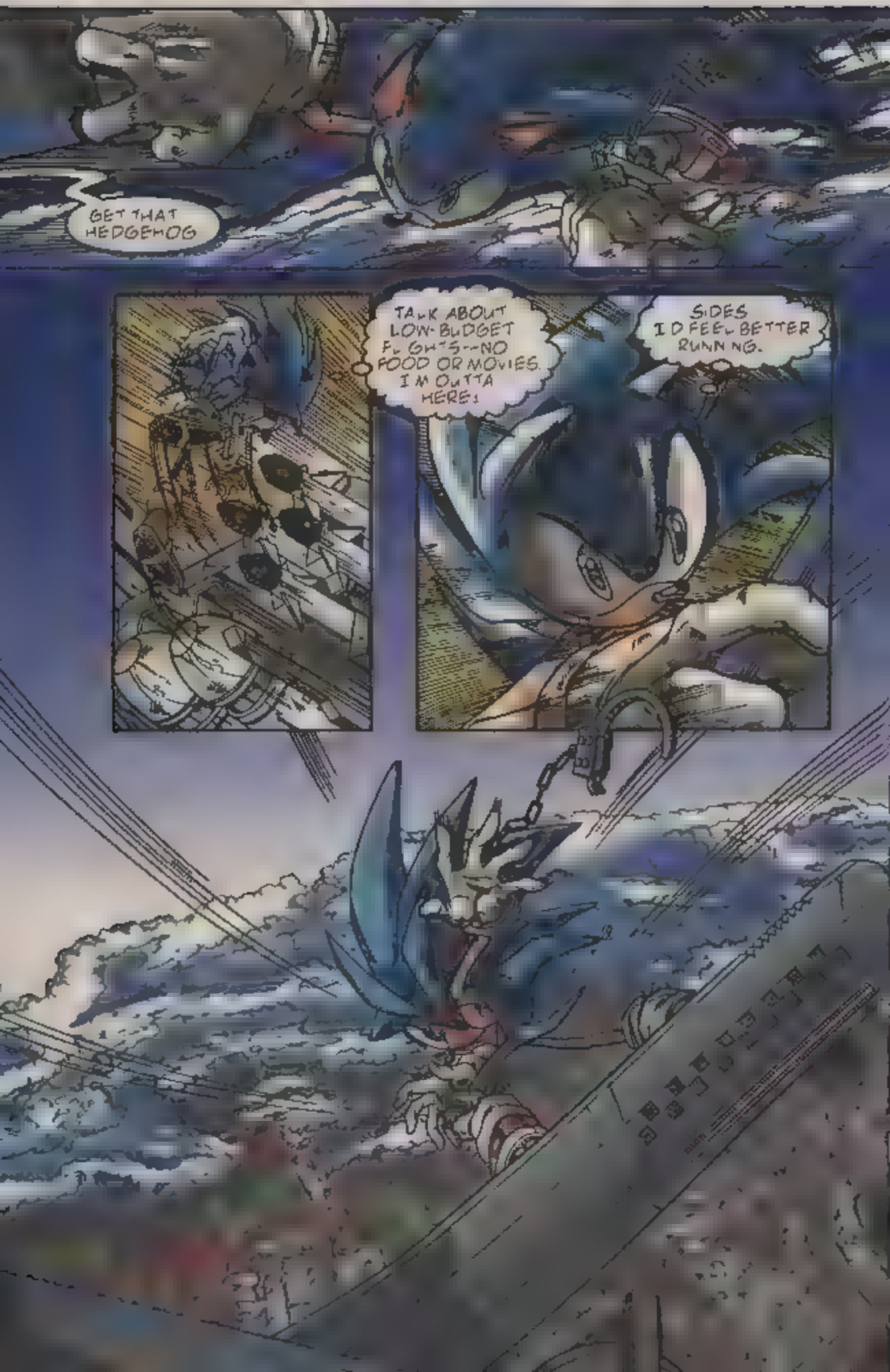
--ARMED THEM--
--OFFICIALLY BRIEFED THEM--
--AND DISPATCHED THEM TO CARRY OUT THE EXECUTIVE COMMAND.
THAT WAS YESTERDAY.

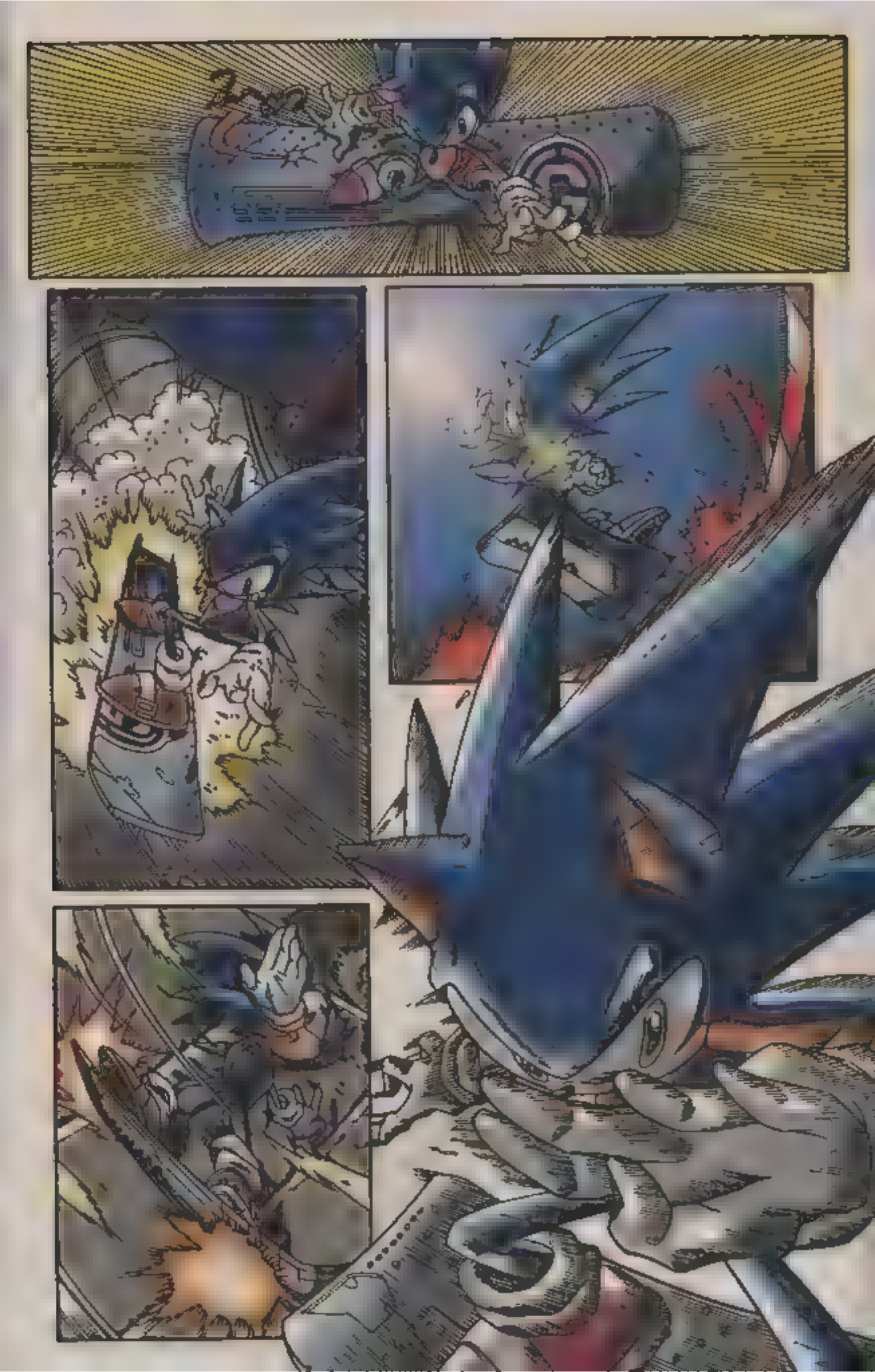
NOW
FREEZE HEDGEHOG. YOU'RE COMING WITH US
HAVE WE MET?
YOU'D THINK I'D REMEMBER YOU GUYS! OH WELL!
GO TO?
IT-
WHERE'D

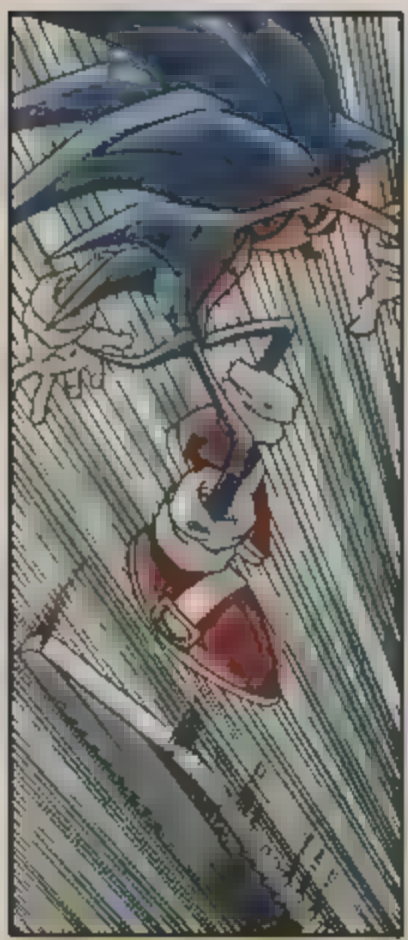
WOULDN'T IT BE BETTER TO ASK "WHAT HAPPENED TO OUR GUNS?" INSTEAD?
AM I GOING TOO FAST FOR YA?
DUDES-- YA GOTTA TELL ME THESE THINGS!
IT'D BE WAY EMBARRASSING IF YOU DON'T STAY ON TOP OF THE SITUATION, RIGHT?
WHERE D
IT
GO TO?

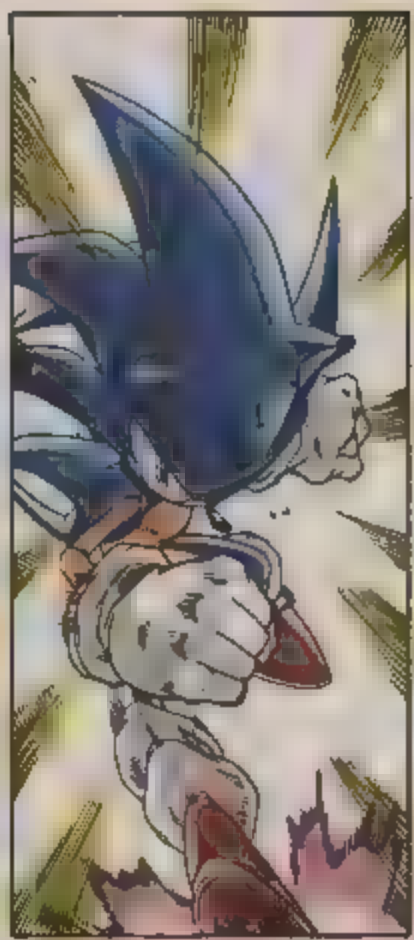
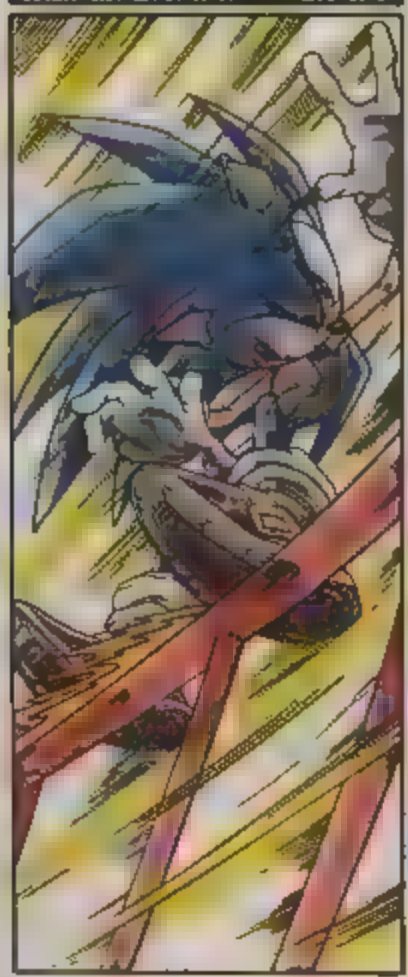
FLAP
YEEAARRGHH!
UH-OH
NO MORE FAST MOVES HEDGEHOG-- OR ELSE.
CHOPPER'S STANDING BY FOR IMMEDIATE EVAC
BOARDING THE CHOPPER SONIC SEES
AH-HA-- A LOOSE SCREW
HOURS LATER
PERFECT

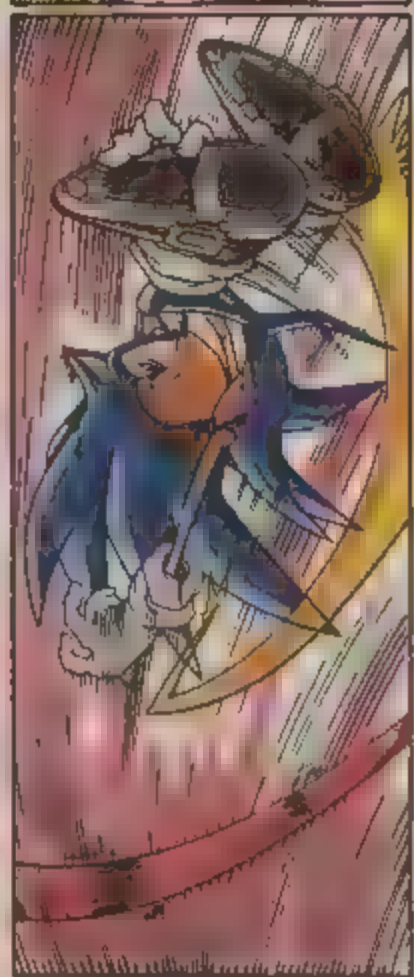
SIGMA ALPHA 2 HEADING DUE SOUTH OVER THE CITY WE'RE EN ROUTE--EVERYTHING'S A GO
THIS IS TOWER CONTROL WE HAVE YOU ON RADAR REPORT CARGO STATUS OF CAPTURED HEDGEHOG ABOARD OVER
THAT'S A TEN-FOUR CARGO SECURED ON BOARD AND-- WHAT THE HECK?
DIDN'T COPY THAT OVER
THE HEDGEHOG'S GONE HE'S TAKEN OUT EVERYONE ON BOARD AND--
WHAT'S WRONG? COME IN OVER!
FREEZE. WHAT DO YOU THINK YOU'RE DOING?
JULIAN!


GET THAT HEDGEHOG
TALK ABOUT LOW-BUDGET FLIGHTS--NO FOOD OR MOVIES. I'M OUTTA HERE!
SIDES I'D FEEL BETTER RUNNING.

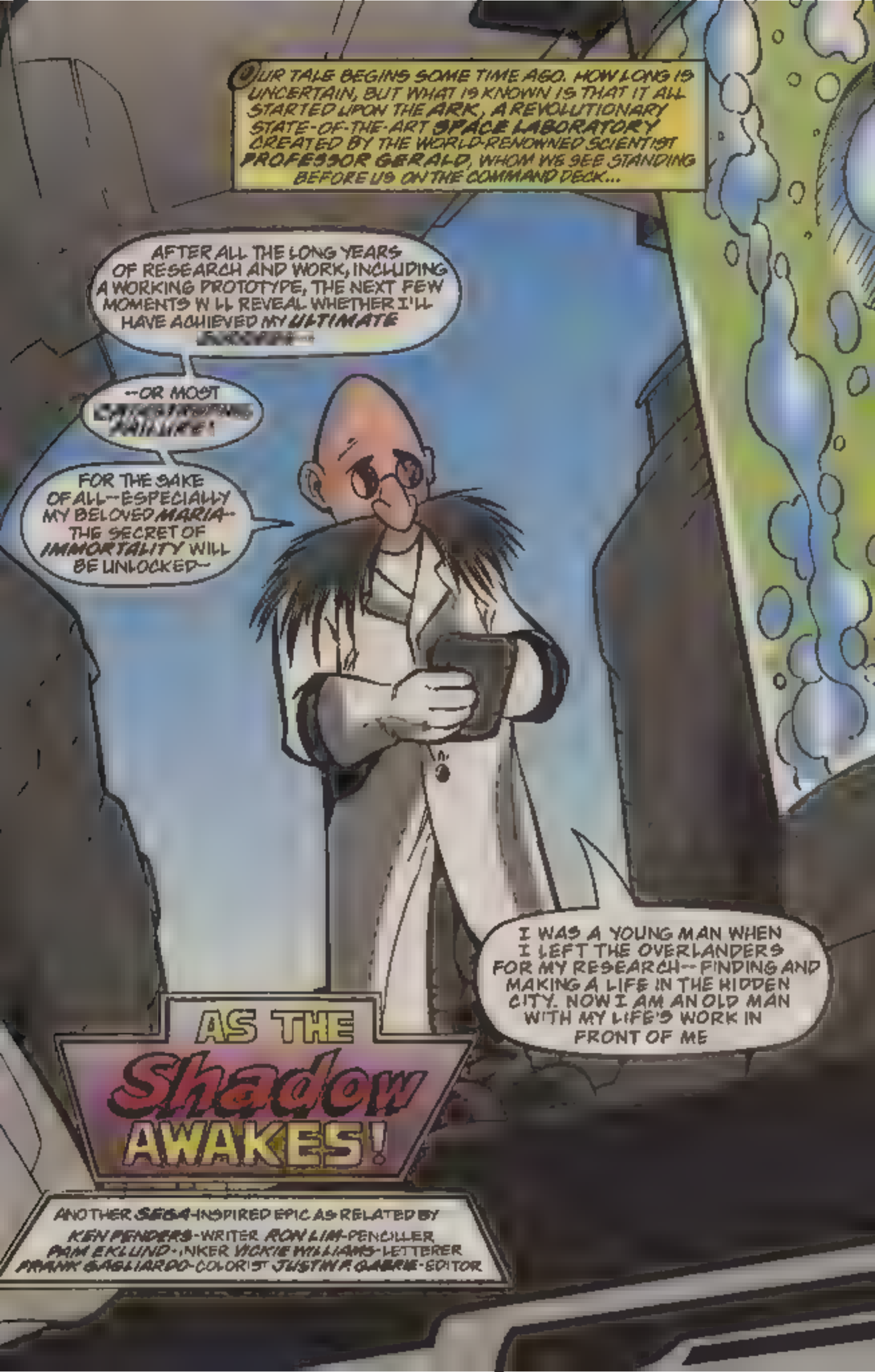


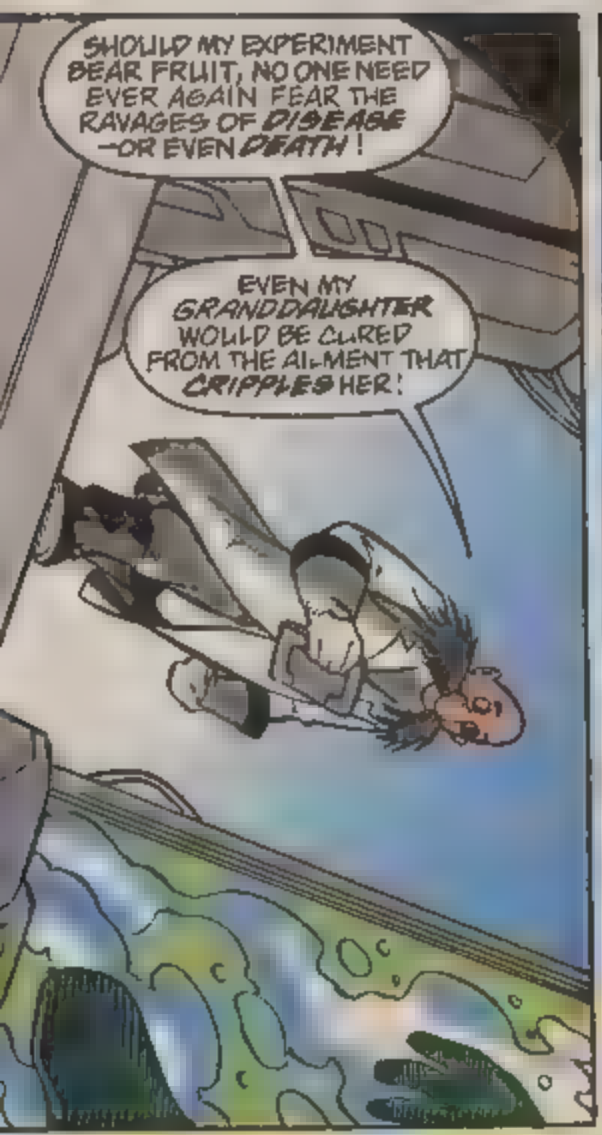


JUSTICE



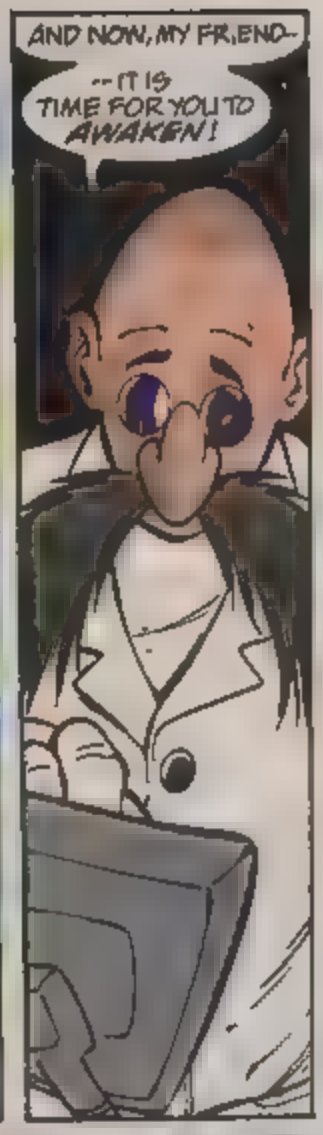


MADE IT! NOW IT'S TIME TO--
--KEEP MOVING
DON'T MISS THE EXCITING CONCLUSION TO THIS ADVENTURE IN SEGA DREAMCAST'S "SONIC ADVENTURE 2" VIDEO GAME! IN STORES NOW!

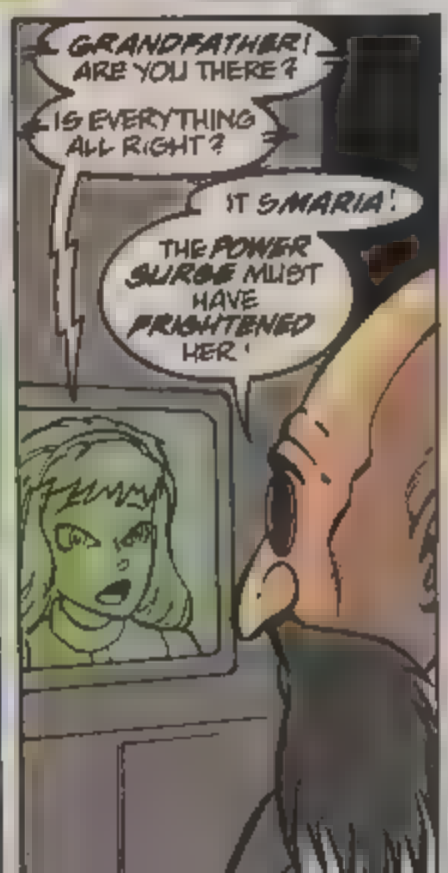

OUR TALE BEGINS SOME TIME AGO. HOW LONG IS UNCERTAIN, BUT WHAT IS KNOWN IS THAT IT ALL STARTED UPON THE ARK, A REVOLUTIONARY STATE-OF-THE-ART SPACE LABORATORY CREATED BY THE WORLD-RENOWNED SCIENTIST PROFESSOR GERALD, WHOM WE SEE STANDING BEFORE US ON THE COMMAND DECK...
AFTER ALL THE LONG YEARS OF RESEARCH AND WORK, INCLUDING A WORKING PROTOTYPE, THE NEXT FEW MOMENTS WILL REVEAL WHETHER I'LL HAVE ACHIEVED MY ULTIMATE
--OR MOST
FOR THE SAKE OF ALL--ESPECIALLY MY BELOVED MARIA--THE SECRET OF IMMORTALITY WILL BE UNLOCKED--
I WAS A YOUNG MAN WHEN I LEFT THE OVERLANDERS FOR MY RESEARCH--FINDING AND MAKING A LIFE IN THE HIDDEN CITY. NOW I AM AN OLD MAN WITH MY LIFE'S WORK IN FRONT OF ME
AS THE Shadow AWAKES!
ANOTHER SEGA-INSPIRED EPIC AS RELATED BY
KEN PENDERS-WRITER RON LIM-PENCILLER
PAM EKLUND-INKER VICKIE WILLIAMS-LETTERER
FRANK GAGLIARDO-COLORIST JUSTIN F. GABRIE-EDITOR


SHOULD MY EXPERIMENT BEAR FRUIT, NO ONE NEED EVER AGAIN FEAR THE RAVAGES OF DISEASE --OR EVEN DEATH!
EVEN MY GRANDDAUGHTER WOULD BE CURED FROM THE AILMENT THAT CRIPPLES HER!

HOW IRONIC THAT OF ALL THE CREATURES WHO RESIDE ON MOBIUS--
--IT WAS YOUR SPECIES' BIOLOGY THAT WAS THE UNIVERSAL CONSTANT!
I COULD NEVER HAVE MADE PROGRESS IF NOT FOR THAT!


AND NOW, MY FRIEND--
--IT IS TIME FOR YOU TO AWAKEN!

OH, MY--!!
BLESSED AURORA--
IT LIVES!!


GRANDFATHER! ARE YOU THERE?
IS EVERYTHING ALL RIGHT?
IT S MARIA!
THE POWER SURGE MUST HAVE FRIGHTENED HER!

YES, MARIA! I'M HERE!

EVERYTHING'S *FINE*! HOW ARE YOU DOING?

OKAY-- I GUESS!

I GOT *SCARED* WHEN THE LIGHTS *DIMMED*!

THERE'S ANOTHER THING, GRANDFATHER--

--JUST OUTSIDE COMING *TOWARDS* THE *ARK*!

OUTSIDE?

IT'S A STATION SQUARE MILITARY CARRIER!

A MILITARY CARRIER!

QUICK, MARIA! GET DOWN HERE AT ONCE!!

BUT *WHY*, GRANDFATHER? WHAT'S *WRONG*?

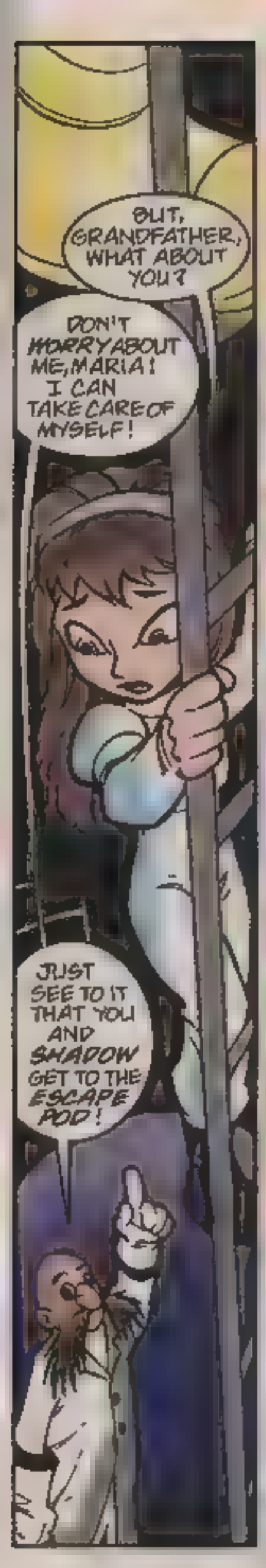
JUST *TRUST* ME, CHILD, AND *DO* AS YOU'RE TOLD!

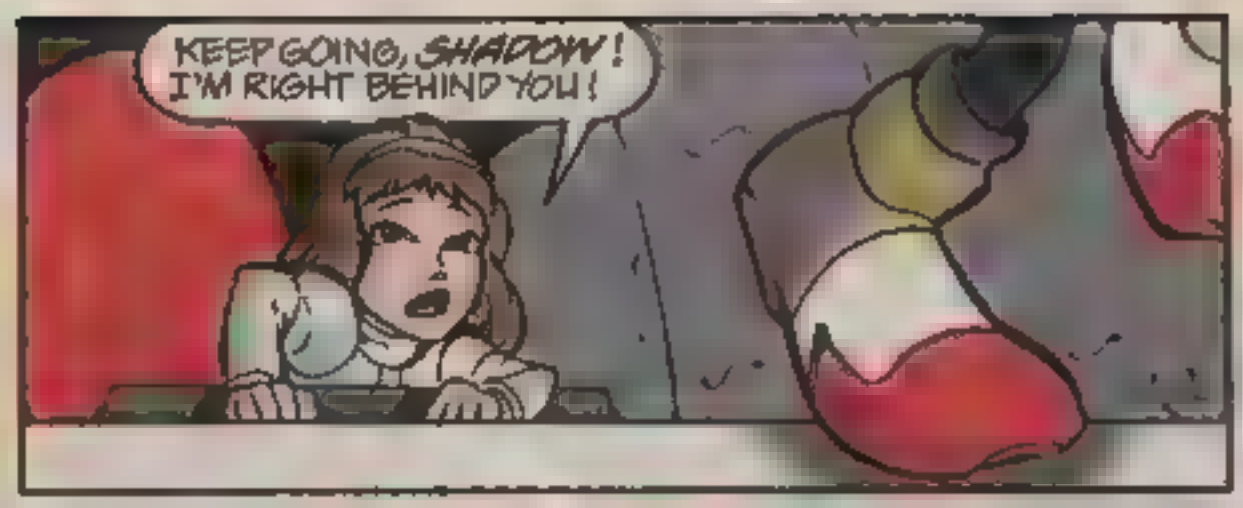
THERE'S *MUCH* THAT NEEDS TO BE DONE AND NOT A LOT OF TIME TO DO IT IN!

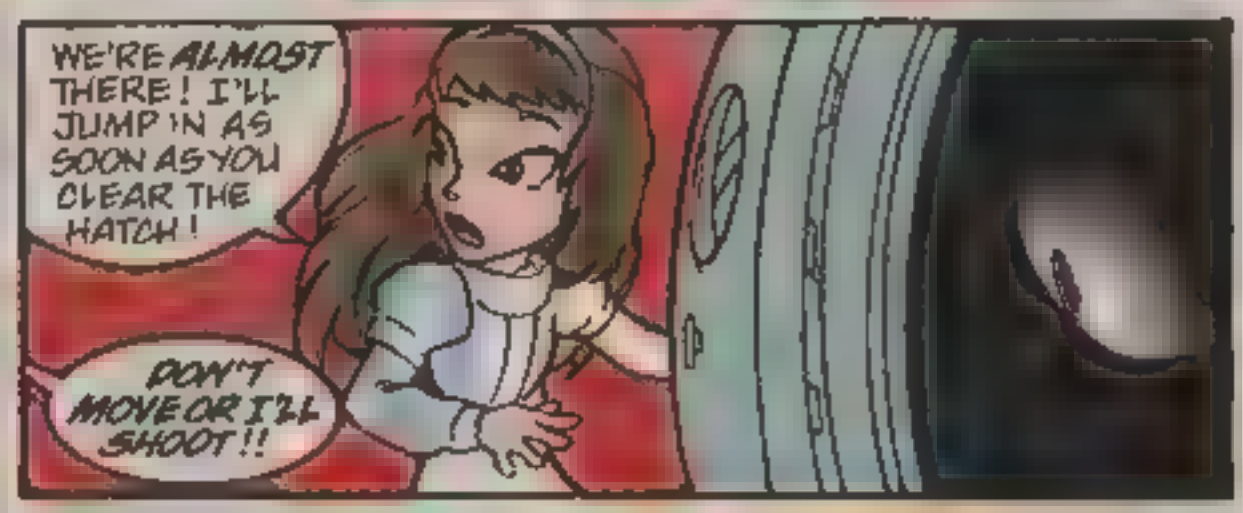
I CAN'T ALLOW THOSE SIMPLE-MINDED IDIOTS TO LAY THEIR HANDS ON YOU.

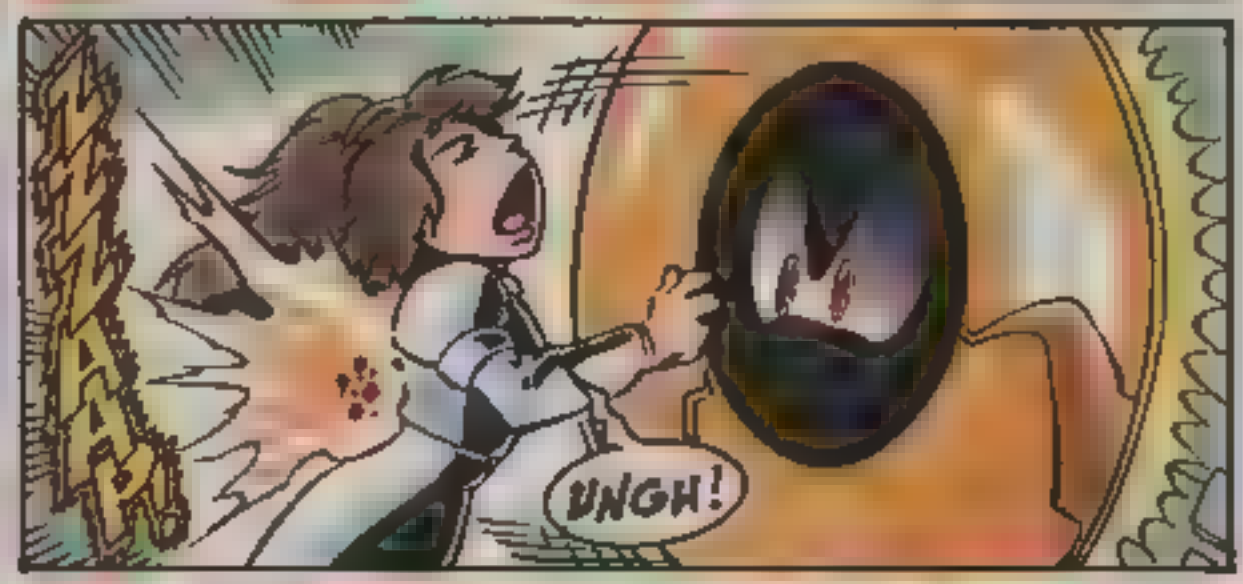
YOU'RE TOO *UNSTABLE* IN YOUR CURRENT CONDITION!

ETA* IN LESS THAN ONE MINUTE, COLONEL!
GET READY TO MOVE AS SOON AS WE DOCK, MEN!
*ETA-- ESTIMATED TIME OF ARRIVAL--CAP'N JUSTIN
BOOOM!*
*SINCE THERE IS NO AIR IN SPACE AND THEREFORE NO SOUND, WE TOOK A BIT OF ARTISTIC LICENSE, JUST LIKE THEY DO IN THE MOVIES.
BE READY FOR ANYTHING, MEN!
IN THE WRONG HANDS, CODENAME SHADOW CAN BE A MOST FORMIDABLE WEAPON!
BUT, S R, WHAT DO WE HAVE TO WORRY ABOUT?
ACCORDING TO THE BRIEFING, THERE'S NO ONE ELSE HERE BUT AN OLD SCIENTIST AND HIS CRIPPLED GRANDDAUGHTER!
LIEUTENANT THAT "OLD SCIENTIST" MAY JUST HAVE A NASTY SURPRISE OR TWO WAITING FOR US!
Y'SEE, HE DOESN'T BELIEVE CODENAME [illegible] TURNED OVER TO THE MILITARY!

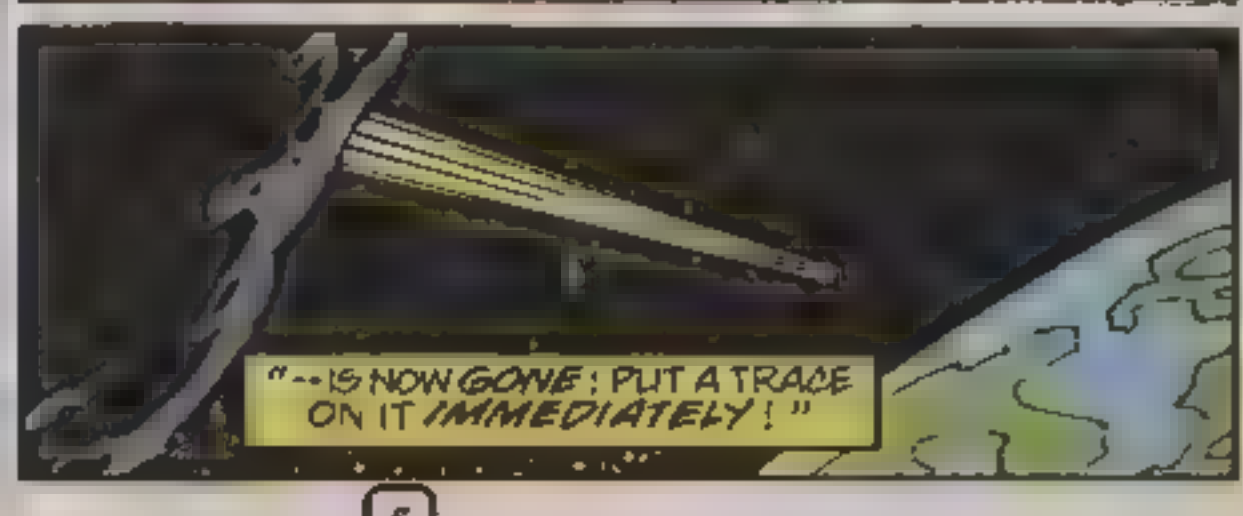

BUT, GRANDFATHER, WHAT ABOUT YOU?
DON'T WORRY ABOUT ME, MARIA! I CAN TAKE CARE OF MYSELF!
JUST SEE TO IT THAT YOU AND SHADOW GET TO THE ESCAPE POD!


KEEP GOING, SHADOW! I'M RIGHT BEHIND YOU!

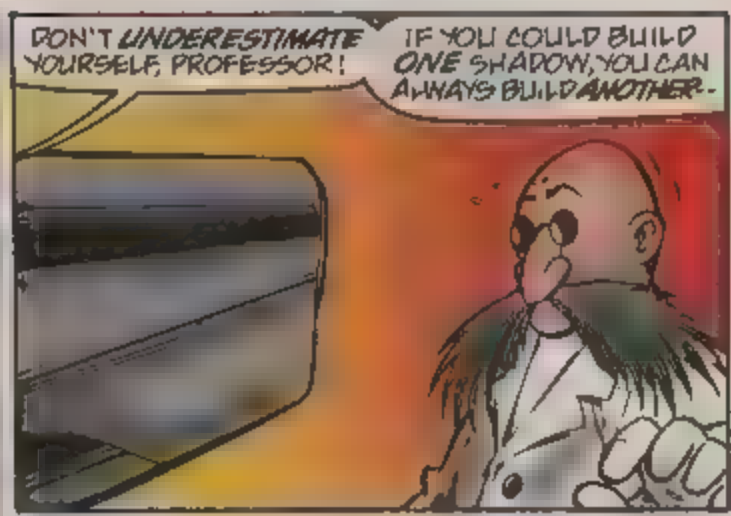

WE'RE ALMOST THERE! I'LL JUMP IN AS SOON AS YOU CLEAR THE HATCH!
DON'T MOVE OR I'LL SHOOT!!


AAH!
UNGH!

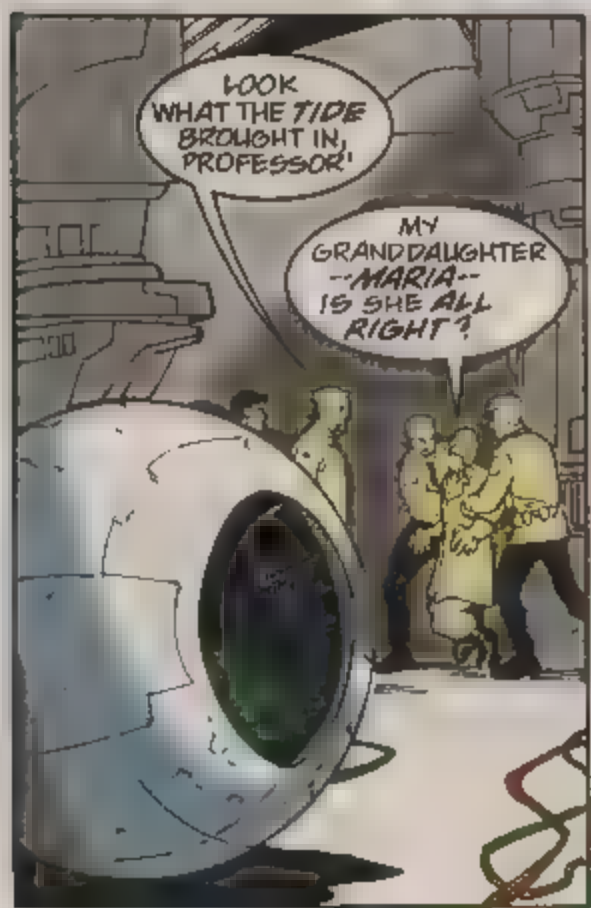
STUPID GIRL!
WE'RE TOO LATE!
WHATEVER WAS IN THE POD--

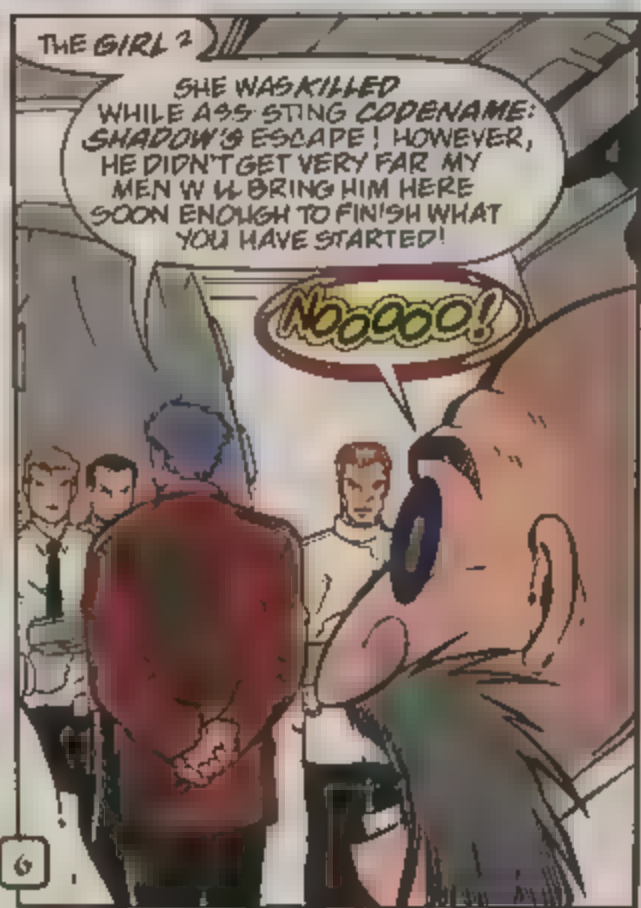

"--IS NOW GONE! PUT A TRACE ON IT IMMEDIATELY!"

I HAVEN'T ANY PATIENCE FOR YOUR GAMES, GERALD!
JUST GIVE ME SHADOW NICE AND EASY!
THEN YOU'RE IN FOR A BIG DISAPPOINTMENT, COLONEL--
--AS I'VE NOTHING HERE TO GIVE!


DON'T UNDERESTIMATE YOURSELF, PROFESSOR!
IF YOU COULD BUILD ONE SHADOW, YOU CAN ALWAYS BUILD ANOTHER--

"--BACK IN THE LABORATORY WE HAVE WAITING FOR YOU ON OUR PRISON ISLAND"


LOOK WHAT THE TIDE BROUGHT IN, PROFESSOR!
MY GRANDDAUGHTER --MARIA-- IS SHE ALL RIGHT?


THE GIRL?
SHE WAS KILLED WHILE ASSISTING CODENAME: SHADOW'S ESCAPE! HOWEVER, HE DIDN'T GET VERY FAR. MY MEN WILL BRING HIM HERE SOON ENOUGH TO FINISH WHAT YOU HAVE STARTED!
NOOOOO!

I'LL MAKE THOSE *BUTCHERS* PAY A *THOUSAND-FOLD* FOR WHAT THEY DID TO MY MARIA--

--EVEN IF I HAVE TO *OBLITERATE* A PLANET IN THE PROCESS!

WHAT *MEANING* HAS LIFE FOR ME *NOW*?

THE *COLONEL* AND HIS MEN MAY THINK I AM *HELPLESS*!

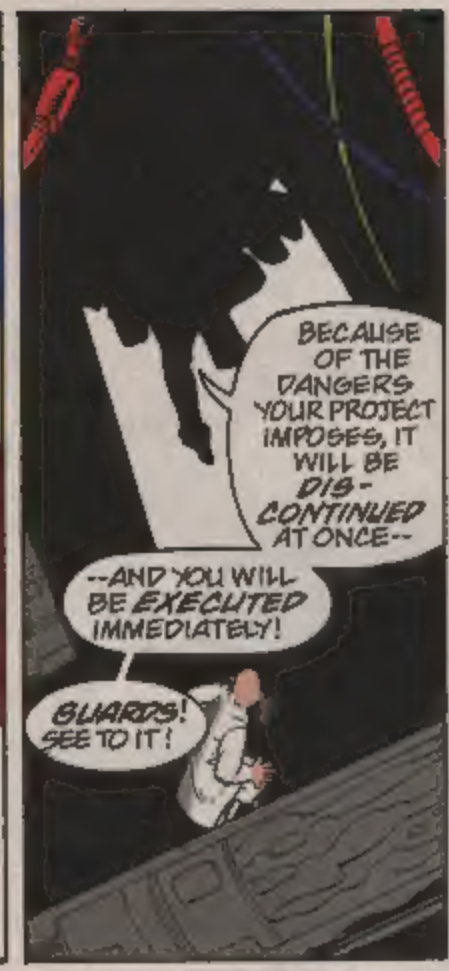
UNFORTUNATELY FOR THEM, I BUILT THE *ARK* ALL TOO WELL

WITH A BIT OF *CREATIVE PROGRAMMING*, NOT ONLY WILL THE CANNON UNLEASH A *DEADLY LASER* POWERFUL ENOUGH TO CARVE UP THE WORLD--

CONTAINED WITHIN ITS CORE SUPER-STRUCTURE IS THE *ECLIPSE CANNON*!

--BUT SHOULD ANYTHING HAPPEN TO ME, MY *BIO-MATTER* DOWNLOADED INTO *SHADOW* WILL ENSURE HE BECOMES MY AGENT OF *REVENGE*!

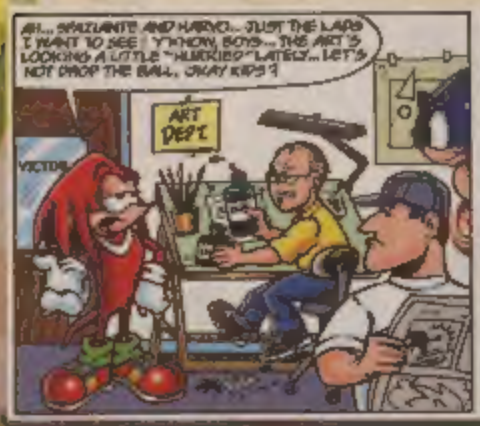
AND IF THE MILITARY *UNCOVERS* MY PLANS BEFORE I'M READY, THIS *MICRO-CHIP* CONTAINS A COMPLETE RECORD OF EVERYTHING FOR ANY WHO MIGHT FOLLOW IN MY FOOTSTEPS!



HOPE YOU ENJOYED OUR TIE-INS TO WHAT IS SURE TO BE THE BEST SONIC GAME YET, DEAR READER! WRITE IN TO TELL US WHAT YOU THOUGHT OF OUR STORIES, AND RELATE TO US YOUR EXPERIENCE PLAYING SONIC ADVENTURE 2!!!

NOTE TO CONTINUITY BUFFS: BE HERE NEXT ISSUE WHEN KNUCKLES RETURNS--ALONG WITH THE DARK LEGION, NO LESS! 'NUFF SAID!

SONIC-GRAMS



OFF PANEL by Gallagher, Manak & Amash

THIS JUST IN! WITH KEN PENDERS

Before any of you start bombarding us with letters inquiring about any of the new characters or questions concerning the new Sonic Adventure 2 game itself, I have to level with you. I couldn't answer you guys (at least not at this time), because none of us at Archie have even played the game. At most, maybe Spaz tried out the demo that was previewed with certain game titles, but beyond that, all we had to work with were a few JPEGS and the briefest of descriptions concerning the characters and the story lines, as the game developers insisted on absolute secrecy.

At the moment, it's hard to say if or when any of these new guys will make another appearance, but if the right opportunity comes along and enough of you want to see more, I suppose anything's possible. As it is, I'd love to work in Big the Cat and E-102 from the first Sonic Adventure game into future stories, but I haven't been able to do that just yet, either.

Going on to another subject, one I've been promising to address but haven't yet. That's right, Fan Art. Since I'm the one going through all the submissions, resulting in blood-shot eyes and a serious case of ulcers (like how do you select this 8-year-old fan's drawing over that 9 year-old's drawing when they're both pretty terrific?), I've decided to come up with a quick list of guidelines for all future submissions.

This will not only make it easier on me but also clear up confusion on your part. So here goes:

1) Clearly PRINT your name, age, city and state on the BACK of your drawing. Not everyone does this, and we've been unable to print more than a few since there's always a chance the drawings get separated from the envelopes they're sent in.

2) All fan art should be in COLOR. I don't care if you use crayons, markers, colored pencils, your mother's hair-coloring dyes, whatever. And if you're only drawing a figure, you don't need to worry about coloring the background, so long as the figure is complete.

3) If drawing on paper (as opposed to doing a computer rendering) it should be on PLAIN paper, (as opposed to using lined paper you typically write your book report on for school).

4) Computer drawings are acceptable, but must be submitted in the TIFF or JPEG format only at 300 DPI. With those guidelines, all you need now is your imagination to get started. As for the fan art page itself, it will be featured on a space permitting basis, depending on a number of factors that go into the production of a monthly series like this.

One final note before I segue into your letters. Since we're going to present feature pages in upcoming issues answering everything you'd like to know about our characters—including such data as height, weight, age, etc.—I'd like to shift the focus on the letters page from answering general questions to talking about what you liked or disliked about the stories themselves. Therefore, those letters talking about the current issue will receive priority over those that simply ask a question about a character. And yeah, I know I'm probably sounding like your teachers or parents, but I want to make this the best letters page in comics, and I know you guys are up to the job. So, why not push you to do better?

Take care. KEN—

Send letters to
SONIC-GRAMS
c/o Archie Comic Publications, Inc.
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E-MAIL:
KenPenders@kenpenders.com
WEBSITE:
www.archiecomics.com
SEGA WEBSITE: www.sega.com

Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.

Thanks for understanding!

COMING ATTRACTIONS

#99

NEXT ISSUE:

Karl jumps right back into the story line he left off with in SONIC #97, as Sonic continues his quest for Arachnis and the Sword, and Sally dons a disguise in order to sneak out of Castle Acorn in search of her beloved hedgehog. As for Mina, Elias, Geoffrey and Robotnik, that would be telling, so I won't spoil any of Karl's surprises.

As for KNUCKLES, something on the Floating Island has attracted the attention of Dimitri and his Dark Legion. Could it be everyone's favorite echidna? And if so, in which time zone? Be here for "What Comes Around Goes Around", an epic of time, space and possessing the ultimate power, which leads right into the stunning conclusion in SONIC #100.

Now let's check out your letters, the first of which I decided to go with, because it addresses a real serious issue that we here at Archie wrestle with all the time:

Dear Ken Penders,
I'm just writing to say how brilliant the current story line is. I know there are some people who think it's not as good as before, but they are wrong. I love the new Robotnik—he is totally insane, which makes him such a fun character! Mina is also another brilliant new character. She has a lot in common with Sonic, since both their families were roboticized, and they both share an amazing gift, SUPER SPEED! The current story in Knuckles is also the best its been. Poor old Knux! He's all alone now. Is it true that one of the freedom fighters gets roboticized in issue 100? Anyway got to go now!!! Thank you for taking the time to read this.

James Giles

As much as we're happy that you enjoy the book, James, that doesn' mean we won't keep trying to make it better next issue. With the demanding audience this book has, that's a lot easier said than done!

Dear Sonic-Grams or Ken Penders,
I'm not sure how this works, but I heard or read that any emails I send to you will be sent to Sonic-Grams. But anyway, I finally got the money to buy the comics that would fill in the gaps in my collection. But in my haste to send it away, I forgot to sign it and take off a receipt. I would like to get a receipt for my personal records. I am forever in your debt!

A faithful reader and customer,
Diana A. Trevino

The good folks at Archie work hard to make sure everyone's order is processed properly and in a timely manner. When there's a problem, however, things go a lot easier if you send a detailed letter with all your information (name, full address, phone number, description of items ordered and form of payment rendered) to the proper department through the Archie website (www.archiecomics.com). The last thing anyone wants is an unhappy reader.

Dear Sonic Crew,
I just finished reading Sonic #96, and I read how you wanted to attract new readers as well as keep the old fans satisfied. What about a revised Sonic comic? A "revamp", as I think it's called. Both Ultimate Spider-Man and Ultimate X-Men have become big hits, so why not make an Ultimate Sonic? Oh, and will there be made any special merchandise to celebrate issue #100? Some posters perhaps? A Tails poster would be awesome! And maybe you could have some competitions, where you could win original art from the comics? Keep up the good work!

Eivind Kirkeby, Norway

About a year or so before our marvelous competition even thought about it, Spaz and I did have something planned like you suggested, only it was going to be a one-shot effort scheduled for publication in the SONIC SUPER SPECIALS. The biggest obstacle was Spaz finding the time to do it, as it was 40 pages long and very ambitious in concept. Maybe we'll get the chance somewhere down the pike in the not-too-distant future. As for the merchandise, we just produce the comics. You'll have to check elsewhere for all the nifty stuff that various manufacturers are producing under license from Sega.

Sonic-Grams,
Once again, I found the back of the book story more interesting than the lead story. Although, I must say, putting Nelson Ribeiro in for James Fry was an excellent idea. No offense to Fry, but the anime style was completely out of place in the comic. I am curious as to what Sonic's disguise will be, and if it'll be part of a Shadow/Sonic Adventure 2 thing. The back story is amazing. Since it appears that the Chosen One Tails form is Turbo Tails, meaning we'll get some explanation of the Sonic #56 "Immortality is forever...life is finite!" I like Ron Lim's art, but it seems a little narrowed, like he uses wider paper to pencil and then it's narrowed for size. Since the Super Specials are no longer, maybe the old way of producing specials will come back. They weren't too special when they started scheduling them and they ran out of stories. Although, they did end before "Knuckles: 20 Years Later" and Patrick Spaziante's Manga story, both would've been very interesting. Here's an idea for a special: have one where the original writers and artists come back. Mike Gallagher with Scott Shaw!, Angelo Decesare with Dave Manak, and Mike Kanterovitch with Art Mawhinney. I'd buy it!

Andrew Sautter, Simi Valley, CA

So would I, especially if I could work once again with Mike K, who was my writing partner when we started working on SONIC waaaay back in #11. (Those were the days, my friend, we'd thought they'd never end... excuse me for getting nostalgic, guys. Now, where's the kleenex?)

And finally, it seems that interest in our upcoming WHO'S WHO feature pages is going to generate a ton of suggestions, as you can see in the following correspondence...

Dear Sonic-grams,
The character and place I would like to see are Vector, because very little is known of his past, and perhaps a before-and-after map of Mobotropolis/Robotropolis. Thanks, and keep up the fantastic work!

antloga

I can't say for sure just yet when Vector will be appearing, but look for the Robotropolis feature page in SONIC #102.

I think you should do a page on Mina, because not many people know about her.

TWeb50

Eventually.
My choices go to Mina, Rob' O the Hedgehog, and especially Nack the Weasel. I would love for you to put any of those characters in this spotlight, as I am dying to know their history and such info.

Nukem999

I've heard rumors that Mina the Mongoose is gonna become Sonic's girlfriend. Is this true? Oh, and d'ya know anywhere at all where I can get a profile/character design sheet/pics of her? She's one o' my love characters.

princesssonya

Two more votes for Mina! Looks like we may have a new fan favorite. And on that note, here's hoping everyone stays healthy and happy and comes back next issue. Take care.

Cover illustration by Patrick Spaziante and yours truly with colors and separations by Josh D. Ray graphic design by Joepel

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